LD - Rugby

Sport specific information for rugby.

Match statuses in rugby

Id	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
6	FIRST_HALF	1st period of the match	-
31	HALFTIME	Match pause	-
7	SECOND_HALF	2nd period of the match	-
100	ENDED	The match has ended	-
32	AWAITING_OT	Waiting for overtime to start	-
41	FIRST_HALF_OT	1st overtime period	-
33	OT_HALFTIME	Pause between 1st and 2nd overtime period	-
42	SECOND_HALF_OT	2nd overtime period	-
110	AFTER_OT	Match finished after overtime	-
443	AWAITING_SD	The match is awaiting sudden death	-
440	SUDDEN_DEATH	Sudden death	-
444	AFTER_SD	The match has finished after sudden death	-
34	AWAITING_PENALTIES	Waiting for penalty shoot-out to start	-
50	PENALTY_SHOOTING	Penalty shoot-out	-
120	AFTER_PENALTIES	Match finished after penalty shoot-out	-
80	INTERRUPTED	The match has been interrupted	-
60	POSTPONED	The match has been postponed	-
90	ABANDONED	The match has been abandoned	This match status is only sent if the corresponding XML configuration is enabled.

Events in rugby

ID	Event	Description	Coverage	extrainfo	player1	player2
40	Yellow card	Used when the yellow card is confirmed	iScout (BC) XSA (DC)	Id of player that got the yellow card	-	-
50	Red card	Used when the red card is confirmed	iScout (BC) XSA (DC)	Id of player that got the red card	-	-
60	Substitution	Happens whenever there is a substitution for either team. Entries are assigned to teams.	iScout (BC) XSA (DC)	-	Outgoing player id	Incoming player id

110	Possession	Possession change to the given team.	iScout (BC) XSA (DC)	-	-	-
150	Free kick	Used when a free kick is awarded to a team. Entries are assigned to teams.	iScout (BC) XSA (DC)	-	-	-
161	Penalty awarded	Used when the penalty shot is confirmed.	iScout (BC) XSA (DC)	-	-	-
164	Weather conditions	Condition of the weather for the match. This event can be changed during the match if needed.	iScout (BC) XSA (DC)	Possible values: • 0 = Unknown • 1 = Good • 2 = Medium • 3 = Bad • 4 = Indoor • 5 = Extreme	-	-
165	Attendance	The attendance event details the official attendance of the match.	iScout (BC) XSA (DC)	Attendance	-	-
1002	Penalty shoot-out event	Entries are assigned to teams.	iScout (BC) XSA (DC)	Possible values: • -1 = Penalty not taken • 1 = Penalty scored • 0 = Penalty missed	Player which kicked	-
1010	Bet start	Betstart indicates that betting markets can be activated. Betstart is not only a pre match event but is also used during the match.	iScout (BC) XSA (DC)	-	-	-
1011	Bet stop	Betstop indicates that all betting markets are closed due to strong possibility of a goal, penalty, red card, or there is any unclear situation on the field. Betstop is also used whenever there is the need to establish direct communication between the scout and the match Supervisor, or in case of call disconnection.	Scout (BC) XSA (DC)	-	-	-
1012	Kickoff team	Which team will have the kick off in the match.	iScout (BC) XSA (DC)	-	-	-
1013	Match status	Sent when the status of the match changes.	iScout (BC) XSA (DC)	See the above table for match statuses for rugby	-	-
1014	Pitch conditions	Condition of the pitch for the match. This event can be changed during the match if needed.	iScout (BC) XSA (DC)	Possible values: • 0 = Unknown • 1 = Good • 2 = Medium • 3 = Bad	-	-
1015	Free comment	Used for any kind of additional information during the match. Example: "Match interrupted due to flood light break down", etc.	iScout (BC) XSA (DC)	-	-	-

1036	Time start / stop	Triggered when the clock is started or stopped.	iScout (BC) XSA (DC)	Possible values: • 1 = Time started • 0 = Time stopped	-	-
1039	Manual time adjustm ent	Manual adjustment of an event	iScout (BC) XSA (DC)	Number of seconds adjusted. Either a positive or a negative integer	-	-
1044	Deleted event alert	Manual removal of an event.	iScout (BC) XSA (DC)	Id of event that was deleted	-	-
1090	Scrum	A Scrum happens	iScout (BC) XSA (DC)	-	-	-
1091	Early betstatus	Liveodds early betstatus	iScout (BC) XSA (DC)	Possible values: • 1 = Early betstart • 0 = Early betstart ended	-	-
1092	Scrum outcome	Information about which team won the scrum.	iScout (BC) XSA (DC)	-	-	-
1096	Missed rugby point	Missed attempt to score.	iScout (BC) XSA (DC)	Possible values: • 0 = Unknown • 1 = Try • 2 = Penalty try • 3 = Conver sion • 4 = Penalty • 5 = Drop goal • 6 = Drop goal from mark	Player id of kicker	-
1097	Line out	Sent when a line out is awarded *This event can only occur in Rugby union.*	iScout (BC) XSA (DC)	-	-	-
1102	Coverag e status	Sent when the coverage status for the match changes.	iScout (BC) XSA (DC)	Possible values: • 0 = Covered • 1 = Covera ge abando ned • 2 = Match will not be covered	-	-

1112	Match stop / suspension	Sent when the match needs to be stopped.	XSA (DC)	Possible values: • 0 = Not specified • 1 = Weather conditions • 2 = Darkness • 3 = Injury • 4 = Floodlight failure • 5 = Person entering the field • 6 = Crowd control issue • 7 = Water break • 8 = Disciplinary issue • 9 = Gone to TMO • 10 = Replacing ball • 11 = Facility delay • 12 = Tactical time-out • 13 = Drinks	-	-
1113	Match stop / suspension over	Sent when the match is resumed after being stopped.	XSA (DC)	-	-	-
1143	Ball recycled	Ball recycled	iScout (BC) XSA (DC)	-	-	-
1144	Ball kicked	Ball kicked	iScout (BC) XSA (DC)	-	-	-
1145	New phase	New phase	iScout (BC) XSA (DC)	-	-	-
1146	Scrum reset	Scrum reset	iScout (BC) XSA (DC)	-	-	-
1147	Line out won	Information about which team won the line out. *This event can only occur in Rugby union.*	iScout (BC) XSA (DC)	-	-	-
1148	Tap and go	Signals a quick free kick taken by touching the ball with the boot and running forward (Tap and go)	iScout (BC) XSA (DC)	-	-	-
1149	Reset phase count	Rugby "attack" is played up to 6 tackles; if 6th tackle failed and team doesn't win a point side is changing and counter is reset; there's also one exception, so called zero tackle, when counter is reset with no possession change; then team starts from 0 again up to 6	iScout (BC) XSA (DC)	-	-	-
1150	Kick to touch	A kick that reaches the touch safely	iScout (BC) XSA (DC)	-	-	-

1151	Twentytwo drop out	Twentytwo drop out happens *This event can only occur in Rugby union.*	iScout (BC) XSA (DC)	-	-	-
1152	Temperature	Information about the temperature at the venue.	iScout (BC) XSA (DC)	Temperature in degrees Celsius	-	-
1153	Wind	Information about the wind conditions at the venue.	iScout (BC) XSA (DC)	Possible values: - 0 = Unknown - 1 = Calm - 2 = Light breeze - 3 = Moderate breeze - 4 = Strong breeze - 5 = Gale	-	-
1154	Try	A Try event occurs	iScout (BC) XSA (DC)	Number of points scored	-	-
1155	Penalty try	A Penalty try occurs	iScout (BC) XSA (DC)	Number of points scored	Player id of kicker	-
1156	Conversion	Conversion of points scored	iScout (BC) XSA (DC)	Number of points scored	Player id of kicker	-
1157	Penalty points	Number of Penalty points	iScout (BC) XSA (DC)	Number of points scored	Player id of kicker	-
1158	Drop goal	Drop goal	iScout (BC) XSA (DC)	Number of points scored	Player id of kicker	-
1162	Turnover	A Turnover in Rugby	iScout (BC) XSA (DC)	-	-	-
1163	Wind advantage	Information about which team has wind advantage.	XSA (DC)	-	-	-
1164	Going for kick at goal	Going for kick at goal	iScout (BC) XSA (DC)	-	-	-
1165	Television match official assists	Decision goes to TMO.	iScout (BC) XSA (DC)	-	-	-
1166	Drop goal attempt	Drop goal attempt	iScout (BC) XSA (DC)	-	-	-
1167	Denied try	Denied try	iScout (BC) XSA (DC)	-	-	-
1168	Denied drop goal	Denied drop goal	iScout (BC)	-	Player id of kicker	-
1195	Possible try	Possible try	iScout (BC) XSA (DC)	-	-	-
1196	Penalty advantage	Penalty advantage	iScout (BC) XSA (DC)	-	-	-
1200	Drop out	Drop out *This event can only occur in Rugby league.*	iScout (BC) XSA (DC)	-	-	-

| 1201 | 20m restart | 20m restart

This event can only occur in Rugby league. | iScout (BC)

XSA (DC) | - | - | - |
| 1202 | 40/20 | 40/20

This event can only occur in Rugby league. | iScout (BC)

XSA (DC) | - | - | - |
| 1204 | Maul | A maul occurs when three or more players, including the ball carrier and at least one other player from either side, are in contact together.

This event can only occur in Rugby union. | XSA (DC) | Values:

- 1 = started
- 0 = ended | - | - |
1205	Conversion position	Position where conversion will be kicked from	XSA (DC)	-	-	-
1206	Linebreak	Action by which the player with the ball gets through the opponent's defensive line without being tackled.	XSA (DC)	-	-	-
1207	Penalty reversed	Decision on a penalty is reversed	XSA (DC)	-	-	-
1833	Possible drop goal	Possible drop goal. A drop goal attempt usually ensues	XSA (DC)	-	-	-
1837	Penalty comp goal	Penalty Comp Goal	iScout (BC)

XSA (DC) | - | Id of the scorer | - |

Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for rugby matches in addition to the standard elements and attributes, and what the meaning of those elements and attributes is.

Attributes in the <match> element

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="4" extrainfo="0" feedtype="full" matchid="
10115219" matchtime="07:00 +1615:28"
start="1464771120000" t1id="5794272" t1name="BATH RUGBY" t2id="5815403" t2name="SALE SHARKS" timerunning="
1">
...
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	timerunning	Whether the time is running	Integer.

- 1 = Time is running
- 0 = Time is not running |

Elements in the <match> element

XML example

```xml
<match betstatus="BETSTOP" connectionstatus="0" device="4" extrainfo="0" feedtype="full" matchid="
10115219" matchtime="07:00 +1615:28"
start="1464771120000" t1id="5794272" t1name="BATH RUGBY" t2id="5815403" t2name="SALE SHARKS" timerunning="
1">
<status id="6" name="FIRST_HALF" start="1464770875358"/>
<score t1="7" t2="14" type="current"/>
<score t1="7" t2="7" type="period1"/>
<score t1="0" t2="7" type="period2"/>
<possession team="home"/>
<red t1="0" t2="0"/>
<yellow t1="0" t2="0"/>
<weatherconditions id="0" name="UNKNOWN"/>
<pitchconditions id="0" name="UNKNOWN"/>
<matchformat>
<format type="numberofperiods" value="2"/>
<format type="periodlength" value="7"/>
<format type="tryvalue" value="5"/>
<format type="conversionvalue" value="2"/>
<format type="penaltyvalue" value="3"/>
<format type="dropgoalvalue" value="3"/>
<format type="penaltytryvalue" value="5"/>
<format type="numberovertimeperiods" value="2"/>
<format type="lengthovertimeperiods" value="10"/>
<format type="lengthsuddendeath" value="10"/>
<format type="penaltyshootout" value="1"/>
</matchformat>
<tournament id="17101" name="Premiership Rugby 7s"/>
<category id="1118" name="Rugby Union Sevens"/>
<sport id="12" name="Rugby"/>
<events/>
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attributes	Description	Possible values
score	Multiple occurrences possible, each occurrence describes the amount of points for the specified period in the match. This element always gets included in full feed, and in the delta feed for the following events: Rugby full score (1093), Try (1154), Penalty try (1155), Conversion (1156), Penalty points (1157), Drop goal (1158), Drop goal from mark (1159), Penalty comp goal (1837)		
	t1	Amount of points home team.	Integer
	t2	Amount of points away team.	Integer
	type	For what period in the match the points were scored.	String. Possible values: - current - period1 - period2 - overtime1 - overtime2 - overtime3 ... - penalties
red	This element always gets included in full feed, and in the delta feed for the following events: Red card (50)		
	t1	Amount of red cards home team.	Integer
	t2	Amount of red cards away team.	Integer
yellow	This element always gets included in full feed, and in the delta feed for the following events: Yellow card (40)		
	t1	Amount of yellow cards home team.	Integer
	t2	Amount of yellow cards away team.	Integer
possession	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Possession (110)		
	team	Which team has possession.	String. Possible values: "home" "away"
weatherconditions	This element always gets included in full feed, and in the delta feed for the following events: Weather conditions (164)		
	id	Identifier of the weather conditions.	Integer
	name	Textual representation of the weather conditions.	String. Possible combinations of idname are: 0 = Unknown 1 = Good 2 = Medium 3 = Bad 4 = Indoor
pitchconditions	This element always gets included in full feed, and in the delta feed for the following events: Pitch conditions (1014)		
	id	Identifier for the pitch conditions.	Integer
	name	Textual representation of the pitch conditions.	String. Possible combinations of idname are: 0 = Unknown 1 = Good 2 = Medium 3 = Bad
matchformat	This element always gets included in full feed, and in the delta feed for the following events: Rugby format period length (1874), Rugby format try (1875), Rugby format conversion (1876), Rugby format penalty (1877), Rugby format drop goal (1878), Rugby format penalty try (1879), Rugby format overtime length (1880), Rugby format sudden death (1881), Rugby format penalty shootout (1882) This element consists of subelements which will be explained more into detail below.		

Elements and attributes in the <matchformat> element

If extra attributes are needed to specify the match format, those will be added in the <matchformat>-element, which holds <format>-elements for each match format option. The actual formats are described in the type and value attributes.

```
<match betstatus="BETSTOP" connectionstatus="0" device="4" extrainfo="0" feedtype="full" matchid="
10115219" matchtime="07:00 +1615:28"
start="1464771120000" t1id="5794272" t1name="BATH RUGBY" t2id="5815403" t2name="SALE SHARKS" timerunning="
1">
<status id="6" name="FIRST_HALF" start="1464770875358"/>
<format type="numberofperiods" value="2"/>
<format type="periodlength" value="7"/>
<format type="tryvalue" value="5"/>
<format type="conversionvalue" value="2"/>
<format type="penaltyvalue" value="3"/>
<format type="dropgoalvalue" value="3"/>
<format type="penaltytryvalue" value="5"/>
<format type="numberovertimeperiods" value="2"/>
<format type="lengthovertimeperiods" value="10"/>
<format type="lengthsuddendeath" value="10"/>
<format type="penaltyshootout" value="1"/>
</matchformat>
...
</match>
```

Possible values type and value attributes for rugby

Type	Value
numberofperiods	Integer. Number for periods.
periodlength	Integer. Length in minutes of regular periods.
tryvalue	Integer. Number of points scored by a successful try.
conversionvalue	Integer. Number of points scored by a successful conversion
penaltyvalue	Integer. Number of points scored by a penalty.
dropgoalvalue	Integer. Number of points scored by a successful drop goal.
penaltytryvalue	Integer. Number of points scored by a successful penalty try.
numberovertimeperiods	Integer. Number of overtime periods.
lengthovertimeperiods	Integer. Length in minutes of overtime periods.
lengthsuddendeath	Integer. Length of sudden death period(s).
penaltyshootout	Integer. Possible values: 1 = Match format allows a penalty kicking competition to settle score. 0 = Match format does not allow a penalty kicking competition to settle score.

Attributes in the <event> element

XML example

```
<match matchid="10118809" ... >
<events>
<event extrainfo="14693821" id="14693842" info="Event deleted : Score missed rugby" matchscore="50:39"
mtime="80:00" periodnumber=
"4" remainingtimeperiod="00:00" side="away" stime="1465896960776" type="1044"/>
</events>
</match>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	extrainfo	Attribute containing additional information about the event.	Long
	posx	Horizontal position on pitch, posx being a number from 0 to 100. The reference point 0 is at home teams goal.	Number
	posy	Vertical position on pitch , posy being a number from 0 to 100. The reference point 0 is on top of pitch when home teams goal is on the left hand side.	Number
	player1	Sportradar player id for player 1 connected to this event.	Integer
	player2	Sportradar player id for player 2 connected to this event.	Integer
	matchscore	Score for current match.	String. Format: "[home]:[away]" Example: "1:0"
	remainingtimeperiod	Remaning time of the period.	String. Format: "MM:SS"
	periodnumber	Number of current period in match.	Integer
	mtime	The matchtime when the event happened. Note that injury time is added in case the event happened during injury time.	String. Format: MM:SS +M:SS Example: 70:12 (no injury time) 80:00 +1:32 (injury time)

Additional sport specific information

Coordinates system:

For rugby we offer positions on the pitch for events (posx / posy) in a slightly different way than for deep coverage soccer and tennis.

The field has dimensions of 110 x 70 meters. Unlike for other sports, positions on the field are expressed in meters rather than in percentages. Position (0,0) is located in the top-left corner of the field, therefore point (110,70) is located at the opposite bottom-right corner. In this case the central point of the field is (55,35). In addition, it is possible to receive positions from outside the pitch. If received position has value X less than 0, the current position is on the left side of left "dead ball line" (the outermost field line). If X is greater than 110, the current position is on the right side of right "dead ball line". If coordinate Y is less than 0, the current position is out of bounds above the pitch. If it's greater than 70, the current position is out of bounds below the pitch Rugby reflects both Rugby League and Rugby Union, they are provided under the same sport id, but different category-ID.

XML configurations

This section explains what XML configurations one can expect for this sport in addition to the standard XML configurations, and what the meaning of these configurations is.

(ID: 65) Send periodx score types for rugby

The attribute type in the <score> element (subelement from <match> element) has a set list of possible values. If this setting is enabled, the attribute type can have one of the following values, in addition to the regular values for rugby matches:

- period1
- period2

XML example

```
<match matchid="7440630" ... >
<score t1="14" t2="20" type="period1"/>
<!-- Remaining message truncated -->
</match>
```

(ID: 69) Include matchformat elements for rugby matches

Enabling this setting will add the element <matchformat> as subelement to the <match> element for rugby matches when available.

```
<match betstatus="BETSTOP" feedtype="full" matchid="1038619" ...>
...
<matchformat>
<format type="numberofperiods" value="2"/>
<format type="periodlength" value="40"/>
<format type="tryvalue" value="5"/>
<format type="conversionvalue" value="2"/>
<format type="penaltyvalue" value="3"/>
<format type="dropgoalvalue" value="3"/>
<format type="penaltytryvalue" value="5"/>
<format type="numberovertimeperiods" value="0"/>
<format type="lengthovertimeperiods" value="0"/>
<format type="lengthsuddendeath" value="0"/>
<format type="penaltyshootout" value="1"/>
</matchformat>
</match>
```

(ID: 104) Send lineups for rugby matches where this is available

If this setting is enabled, the element <lineups> gets enabled for matches which have this configured. Lineups are sent when subscribing to a match, and when the lineup changes.

XML example

```
<lineups matchid="6856980">
<player id="560834" name="Jiang, Jiajun" shirtnumber="5" substitute="false" team="1"/>
<player id="802814" name="Yang, Jiawei" shirtnumber="7" substitute="false" team="1"/>
<!-- Remaining message truncated -->
</lineups>
```

(ID: 135) Include early betstatus for Rugby

Right before one of the teams scores a goal, the match status will be set to betstop. Normally, the match will be on betstop until the match continues, which is after the next kick off. As bookmakers have different requirements in terms of reoffering markets after goals, Betradar allows you to enable early betstart. If you have this setting enabled, information related to early betstart will be sent in addition to the normal betstart information.

The behaviour of early betstart is quite similar to the normal betstart, but instead of waiting until the next kick off, early betstart already starts right after the goal was confirmed.

If the match is in either betstart or early betstart, the match can be treated as betstart. It is up to the bookmaker to decide whether to receive the new prices right after the score change or after the match continues.

(ID: 126) Include player positions in lineup in Rugby

If this setting is enabled, the attribute *position* gets added to the <player> element, for matches which this is set up. A full list with possible values for this attribute can be found in the XSD.

XML example

```
<lineups matchid="1062714">
<player id="521" name="Almunia, Manuel" shirtnumber="1" substitute="false" team="1" position="G"/>
<player id="518" name="Fabregas, Cesc" shirtnumber="4" substitute="false" team="1" position="D"/>
<player id="15479" name="Fabianski, Lukasz" shirtnumber="12" substitute="false" team="1" position="M"/>
<!-- Remaining message truncated -->
</lineups>
```